

GENERAL RULES AND REGULATIONS:

1. The United States Soccer Federation Rules will apply to all situations not specifically covered in the following City rules.
2. The team on the field will consist of a maximum of 11 players, including a goalkeeper. There must be minimum of 8 players present on the field for a team to play. The following represents accepted gender combinations for the co-rec league. **THESE COMBINATIONS DO NOT INCLUDE THE GOALKEEPER, WHICH MAY BE OF EITHER GENDER.**
 1. five (5) men and (5) women
 2. four (4) men and (6) women
 3. four (4) men and (5) women **OR**
five (5) men and (4) women
 4. four (4) men and (4) women
 5. three (3) men and (5) women **OR**
 6. five (5) men and (3) women.
3. A player constitutes a uniformed, rostered player with all of the proper equipment being worn (i.e. shin guards, uniform, cleats.)
4. **Slide tackling is not allowed in this league.** The definition of a slide tackle is as followed::
 1. The slide must occur before contact is made.
 2. The soles of both shoes are not touching the ground.
 3. The tackle can be made from any direction. Officials in the contest will make this call based on their objective observations; this is a judgement call and therefore is not subject to debate or protest. The penalty for slide tackling will be a yellow card. A in-direct free-kick will be awarded to the opponent. If the interaction occurs in the penalty box a penalty kick will be awarded.
5. **Goalie:** When he/she receives the ball, he/she may run with it (does not have to bounce) and has to release it in six (6) seconds. If he/she exceeds the six (6) seconds the official will blow the whistle and it will result in an in-direct free kick.
6. **GAME AND FORFEIT TIME:**

Two games per night – 6:30 and 8:15 p.m. The field supervisor's watch is official. The game will be played in two forty-five (45) minute halves. A 15-minute grace period will be allowed, if a team is below 8. The 15-minutes will come out of the first half of game time. If the 8th player is at the playing site, the game must begin. If a team forfeits three times, the team may be dropped from the league. Two forfeits and the team may not be invited back the following season.
7. **TIE GAMES:**

Tied league games will not be played out. See rule 14 for tournament.
8. **PENALTY KICKS:**

All penalty kicks can be taken by any player during league and tournament games.
9. **UNIFORMS:**

Matching jerseys are required, other than the goalie who will be required to wear a uniform of different color/pattern than the balance of team. Players not having matching jerseys and numbers will not be allowed to play. Players must also have numbers on the back of their jersey in order to play.
10. **GAME BALL:**

Will be provided by the City of Tempe unless **BOTH** teams agree on a different ball.

11. **EJECTED PLAYER:**

Any player ejected from the game (receiving a red card, or two yellow cards) will be suspended for their **next game** automatically. Depending on the violation and the Code of Conduct a player may also be suspended for longer (see the Code of Conduct.) Any ejected player who appears in the next game or games shall cause his team to forfeit. Any player who is ejected multiple times in a season will be ineligible to participate for the remainder of the season. Suspensions may carry over from season to season.

If a player is ejected for pushing, swinging, or punching another player, self-defense or not, he/she will be automatically ejected for the season and possibly for the entire year. If your team has more than one of these incidents during the season your team will be automatically dropped from the league and will not be allowed to register in the upcoming season. As the coach of the team you are responsible that all your players are aware of these rules and regulations.

Field supervisor has the authority to issue a yellow or red card for any infraction of the Code of Conduct.

12. **SUBSTITUTION:**

Teams may substitute on a throw-in or corner kick, on any goal kick, or after a goal by either team. The team with the possession will be allowed to substitute first. If they chose not to then the opposing team will not be allowed to make a substitution. All players must notify an official before entering the playing field and enter at midfield.

13. **All players are required to wear shin guards any time they are on the field, no exceptions!!!**

14. **FOUL LANGUAGE:**

There will be **zero** tolerance of foul language (see Code of Conduct.)

15. **TOURNAMENT TIE-BREAKING PROCEDURE:** One 10-minute overtime period will be played in all tournament games that end in a tie. If the game is still tied after the ten-minute overtime, a shootout will begin with a female, male, female, male, female rotation. If a tie remains, there will be a sudden death shootout until the tie is broken. Only players on the field at the end of the game will be allowed in the shootout.

16. **SPORTSMANSHIP POINTS:** Each team will start each game with five (5) sportsmanship points. Any team which receives two yellow cards for ungentlemanly conduct/rough play, or any inappropriate play will automatically lose one sportsmanship point. Each additional yellow card will result in the loss of one sportsmanship point. Any team that receives one red card will automatically lose two sportsmanship point. Each additional red card will result in the loss of a point. If at any point in the match a team has lost three sportsmanship points the field supervisor will determine if the match is to continue.

For a team to win the regular season championship and be eligible for the post season tournament it must finish with **25 sportsmanship points**. If at any time during the season it becomes mathematically impossible for a team to achieve **25 points** then that team will be dropped from further play. Teams will be rated on sportsmanship by the officials and field supervisor. The lowest ranking which the official will be allowed to issue will be a three. After that the field supervisor will determine the final ranking. **NOTE:** The field supervisor has been instructed to stop the match any time they see fit and take points from a team. The field supervisor may take more than one point at a time away from a team.

16. **PROTESTS:**

Only protests regarding ineligible player(s) or rule *interpretations* will be accepted and considered valid. Protests involving the judgement of an official will not be given consideration. The team manager or assistant manager is the only participant allowed to file a protest. The manager must call time and inform the referee of the intent to protest. The field supervisor and official will confer, if necessary. ALL DECISIONS BY THE FIELD SUPERVISOR OR OFFICIAL ARE FINAL. The manager then has the option of filing written protest, accompanied by a \$25 fee, to Tempe Parks and Recreation by 5:00pm the following work day. If the protest is upheld, the \$25 fee will be refunded. **IN ALL PROTEST SITUATIONS, THE GAME PLAY WILL CONTINUE.**

In the event of any rule questions the Sports Coordinator shall have the authority to institute new rules or to modify current rules, to maintain a continuity of the overall Sports Program. This interpretation of the rules shall be final.

Adult Sports Coordinator: Richard King (480) 350-5249

Recreation Supervisor: Larry West (480) 350-5218

CITY OF TEMPE
PARKS AND RECREATION
SPORTS CODE OF CONDUCT

DEFINITIONS

Recreation Coordinator	Full-time employee of Parks and Recreation directly responsible for administration of the league.
Field/Gym Supervisor:	Part-time employee of Parks and Recreation assigned to coordinate league play at a specific site
Official:	Person(s) on the field to administer the official rules of play. Also includes site supervisor and Parks and Recreation staff.
Coach/Manager:	Person designated as team spokesman. May be a player or non-player.
Individual:	Coach, manager, player, fan or spectator.
Contest Area:	The playing field/court and surrounding area.
Minimum Penalty:	Enforcement measure generally implemented at the contest area by the official or site supervisor.
Medium Penalty:	Enforcement measure generally carried out at the contest area by the official or site supervisor.
Maximum Penalty:	Enforcement measure implemented after review by Tempe Parks and Recreation staff.

ENFORCEMENT PROCEDURES

A. Suspended / Ejected Player

1. The site supervisor or game official may suspend a player from a current game.
2. When requested a suspended player must remove him/her self immediately from the contest area.
3. If a suspended player does not leave the contest area then the team members are responsible for the removal.
4. Two minute clause: At some point a player will be allowed two minutes to leave the contest area. If the time limit is not met the contest will be forfeited to the opponents.
5. A suspended player may remain in the park/gym if they remain orderly. If there are additional outburst or threats the player will be asked to leave the park/gym. Police assistance may be requested. Failure to leave will cause his/her team to forfeit.

B. Length of Suspension

1. Players suspended from a game will automatically be suspended from the next scheduled game.
2. The league coordinator shall be responsible for suspending players for more than one game.
3. The league coordinator and recreation supervisor shall be responsible for suspending players from further league play.
4. Players removed from further league play cannot be replaced on the roster.
5. Repeated Sports Code of Conduct violations may jeopardize post season participation by the individual or team.

6. The severity of the infraction will determine the penalty and maximum penalties may involve more than one season and more than one sport.
7. Each Sports Code of Conduct incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

SPORTS CODE OF CONDUCT

A. Physical Contact Misconduct

1. No Individual Shall: At any time strike, shove, threaten to strike, or lay a hand upon an official, player or spectator.
2. No Individual Shall: Use unnecessarily rough tactics during the course of a game.
3. No Individual Shall: Threaten an official, employee, player, or spectator with future violence such as, "I will take care of you later," or "I'll meet you in the parking lot."
4. Assault charges may be filed for the above examples of misconduct.

B. Verbal and Visual Misconduct

1. No Individual Shall: Engage in an abusive, verbal attack upon any official or individual on or off the contest area.
2. No Individual shall: Use trash talk; profane; obscene; or vulgar language, under any circumstances, on or off the contest area.
3. No Individual Shall: Engage in an objectionable demonstration of dissent or unsportsmanlike conduct such as throwing equipment or any other forceful action.
4. No Individual Shall: Except the coach/manager, contend the decision of an official.

C. General Misconduct

1. No Individual Shall: Refuse to abide by an officials decision.
2. No Individual Shall: Appear in the contest area under the influence of alcohol or drugs.
3. No Individual Shall: Consume alcoholic beverages while the team is participating in a game or in the contest area.

D. Penalties

Minimum Penalty Warning by the official or site supervisor.

Medium Penalty: Suspension from the current game and any subsequent games on the same day.

Medium Penalty: Official may call the game and award a forfeit victory to the opponent.

Medium Penalty: League coordinator may suspend the individual/team from between one additional game and from further league play.

Maximum Penalty: Penalty will be determined after Parks and Recreation staff review.